

QUINN

Human Rogue, unaligned

Hit Points 53

Speed 6

Initiative +11

Armor Class 19 (leather, +1)

Fort 18

Ref 20

Will 18

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Condition Immunities none,

Senses Perception 19, Insight 19

Languages Common, Elven

Level 5 (6600 XP)

LESHANNA

Fae-Elf Invoker, unaligned

Hit Points 48

Speed 6

Initiative +4

Armor Class 21 (chain, +1)

Fort 18

Ref 17

Will 17

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	18 (+4)	16 (+3)	17 (+3)	13 (+1)

Condition Immunities +5 against Charm,

Senses Perception 14, Insight 19

Languages Common, Elven

Level 5 (6600 XP)

MALVAN

Half-elf Ranger, unaligned

Hit Points 53

Speed 6

Initiative +6

Armor Class 16

Fort 18

Ref 18

Will 17

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	10 (+0)	15 (+3)	12 (+1)

Condition Immunities none,

Senses Perception 20, Insight 15

Languages Common, Elven, Other

Level 5 (6600 XP)

Skill

	Quinn	Leshanna	Malvan
Acrobatics	10	3	10
Arcana	5	10	2
Athletics	7	4	2
Bluff	7	5	3
Diplomacy	7	5	3
Dungeoneering	9	4	5
Endurance	7	9	10
Heal	6	4	5
History	8	5	2
Insight	9	9	5
Intimidate	7	5	3
Nature	6	4	10
Perception	9	4	10
Religion	5	8	2
Stealth	10	3	10
Streetwise	7	5	3
Thievery	10	3	5

ANGEL OF FIRE

Divine, Summon

Hit Points 24 (bloodied value of Summoner)

Speed 6 (flying, hover)

Armor Class 21 (chain, +1)

Fort 18

Ref 17

Will 17

ACTIONS

Standard. Close, Burst 1 +9 to hit, Hit 7 (1d8 + WisMod)

Opportunity Attack. Melee: +9 to hit, Hit 7 (1d8 + WisMod)

AT-WILL

DEFT STRIKE

Standard

Type: Melee/Ranged	Target: One Creature
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Sword: 7	1d6 + DexMod + Enh
Shuriken: 9	1d4 + DexMod + Feat + Enh

On Hit: Target grants **Combat Advantage** to next creature that attacks it before the EOYNT.

Special: You can move up to 2 squares before attacking.

RIPOSTE STRIKE

Standard

Type: Melee, Touch	Target: One Creature
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Sword: 10	1d6 + DexMod + Prof + Enh
Riposte: 9	1d4 + DexMod + Prof + Enh

On Hit: If the target attacks you before SOYNT, make your riposte as an immediate interrupt.

Riposte Simple	Detailed
To Hit: +9 vs AC	StrMod + Level/2 + Prof + Enh
Sword: 7	1d6 + DexMod + Enh

SLY FLOURISH

Standard

Type: Melee/Ranged	Target: One Creature
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Sword: 13	2d6 + DexMod + ChaMod + Enh
Shuriken: 11	2d4 + DexMod + ChaMod + Enh

ENCOUNTER

TORTUROUS STRIKE

Standard

Type: Melee/Ranged	Target: One Creature
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Sword: 10	1d6 + DexMod + Prof + Enh

SETUP STRIKE

Standard

Type: Melee	Target: One Creature
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Sword: 10	2d6 + DexMod + Enh

On Hit Target grants Combat Advantage UEOYNT.

TUMBLE

Move

Effect: You shift a number of squares up to one half of your speed.

DAILY

BLINDING BARRAGE

Standard

Close: Blast 3	Target: Each in Blast
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Sword: 10	2d6 + DexMod + Enh

On Hit Target is blinded (grants Combat Advantage, and takes a -5 penalty to own attacks) UEOYNT.

On Miss Half damage and target is not blinded.

WALKING WOUNDED

Standard

Type: Melee/Ranged	Target: One Creature
Attack Simple	Detailed
To Hit: +9 vs Fort	DexMod + Level/2 + Prof + Enh
Sword: 10	2d6 + DexMod + Enh
Shuriken: 8	2d4 + DexMod + Enh

On Hit Target is knocked prone.

On Miss Half damage and target is not knocked prone.

Effect: Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.

MAGIC ITEMS

DUELIST'S, SHORTSWORD (LEVEL 3)

Daily, Minor

Enhancement: +1 to Hit & Damage

On Critical: +3 or +4 (if you have combat advantage)

Power: You have Combat Advantage against the next creature you attack with this weapon on this turn.

THUNDERING, SHURIKEN (LEVEL 3)

Daily, Free

Enhancement: +1 to Hit & Damage

On Critical: +3 Thunder damage

Power: Use when you hit with this weapon: Deal an extra 4 thunder damage and push the target 1 square.

BLOODCUT, LEATHER (LEVEL 4)

Daily, Minor

Enhancement: +1 to AC

Power: While bloodied, use to gain resist 10 to all damage UEOYNT.

AT-WILL

AVENGING LIGHT

Standard

Ranged: 10	Target: One Creature	
Attack	Simple	Detailed
To Hit:	+6 vs Fort	WisMod + Level/2 + Enh
Damage:	9	1d10 + WisMod + Enh

On Hit: If a bloodied ally is adjacent to the target, your attack deals ConMod radiant damage.

Special: You can use this power as a basic ranged attack.

VANGUARD'S LIGHTNING

Standard

Area: Burst 1, within 10	Target: Each in Burst	
Attack	Simple	Detailed
To Hit:	+6 vs Reflex	WisMod + Level/2 + Enh
Damage:	7	1d6 + WisMod + Enh

On Hit: Whenever the target makes an opportunity attack (before EOYNT), it takes IntMod lightning damage.

ENCOUNTER

CHANNEL DIVINITY: ARMOR OF WRATH

Immediate Reaction

Trigger: An enemy within 5 squares attacks you

Close: Burst 5

Target: Triggering Enemy

Effect: The target takes radiant damage equal to 4 (your ConMod) and you push the target two squares.

CHANNEL DIVINITY: REBUKE UNDEAD

Standard

Close: Blast 5	blast	
Target: Each undead in		
Attack	Simple	Detailed
To Hit:	+6 vs Will	WisMod + Level/2 + Enh
Damage:	7	1d6 + WisMod + Enh

THUNDER OF JUDGEMENT

Standard

Ranged: 10	Target: One to Three Creatures	
Attack	Simple	Detailed
To Hit:	+6 vs Fort	WisMod + Level/2 + Enh
Multiple:	7	1d6 + WisMod + Enh
Single:	10	2d6 + WisMod + Enh

On Hit You also push the target ConMod squares.

CHAINS OF CARCERI

Standard

Area: Burst 1, within 10	Target: Each in Burst	
Attack	Simple	Detailed
To Hit:	+6 vs Reflex	WisMod + Level/2 + Enh
Damage:	12	2d8 + WisMod + Enh

On Hit: Target is also slowed UEOYNT.

FEY STEP

Move

Effect: You teleport up to 5 squares.

DAILY

SUMMON ANGEL OF FIRE

Standard

Ranged: 5	Target: Unoccupied square
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SHROUD OF WARNING

No Action, Immediate

Close: Blast 10

Target: Each Ally

Trigger: You and your allies roll initiative at the beginning of an encounter.

Effect: Each target gains a bonus to the initiative check equal to 5 (2+IntMod).

MAGIC ITEMS

STAFF OF THE WAR MAGE (LEVEL 3)

Daily, Free

Enhancement: +1 to Hit & Damage

On Critical: +4

Power: Use this power when using a power that has a blast or burst effect. Increase the size of the blast or the burst by 1.

HORND HELM (LEVEL 3)

Daily, Minor

Power: Your charge attacks deal an extra 3 damage.

ELADRIN, CHAIN (LEVEL 4)

Free

Enhancement: +1 to AC

Property: Add 1 square to the maximum distance of any teleport you make.

AT-WILL

CAREFUL ATTACK

Standard

Ranged: 20/40	Target: One Creature
Attack Simple	Detailed
To Hit: +11 vs AC	DexMod + Level/2 + Prof + Enh +2
Sword: 7	1d10 + Enh

TWIN STRIKE

Standard

Ranged: 20/40	Target: One or Two Creatures
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Long Bow: 7	1d10 + Enh

Effect: If only one creature is targeted, make two attacks against it. Otherwise one attack per creature.

ENCOUNTER

DIRE RADIANCE

Standard

Ranged: 10	Target: One Creature
Attack Simple	Detailed
To Hit: +5 vs Fort	ConMod + Level/2
Attack: 6 radiant	1d6 + ConMod

Effect: If the target moves nearer to you on its next turn, it takes an extra 1d6 + ConMod damage.

EVASIVE STRIKE

Standard

Ranged: 20/40	Target: One Creature
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Long Bow: 12	2d10 + Enh

Special You can shift a number of squares equal to 4 (1 + your WisMod) either before or after the attack.

DISTRUPTIVE STRIKE

Immediate Interrupt

Trigger: You or an Ally is attacked by a creature

Ranged: 20/40	Target: Triggering Creature
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Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Long Bow: 10	1d10 + DexMod + Enh

Special The target takes a penalty to its attack roll for the triggering attack equal to 6 (3+WisMod).

YEILD GROUND

Immediate Reaction

Trigger: An enemy damages you with a melee attack.

Effect: You shift a number of squares equal to 3 (WisMod). Gain a +2 power bonus to all defenses UEOYNT.

DAILY

HUNTER'S BEAR TRAP

Standard

Ranged: 20/40	Target: One Creature
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Long Bow: 15	2d10 + DexMod + Enh

On Hit Target is slowed and takes 5 ongoing damage (save ends both).

On Miss Half damage, no ongoing damage, Target is slowed UEOYNT.

SPLINTERING SHOT

Standard

Ranged: 20/40	Target: One Creature
Attack Simple	Detailed
To Hit: +9 vs AC	DexMod + Level/2 + Prof + Enh
Long Bow: 20	3d10 + DexMod + Enh

On Hit Target takes a -2 penalty to attack rolls UEOTE.

On Miss Half damage and target takes a -1 penalty to attack rolls UEOTE.

MAGIC ITEMS

AMULET OF PROTECTION (LEVEL 6)

Enhancement: +2 Fort, Reflex, Will

MAGIC, LONGBOW (LEVEL 8)

Enhancement: +2 to Hit & Damage

On Critical: +6

BARKSKIN, HIDE (LEVEL 5)

Daily, Minor

Enhancement: +1 to AC

Power: Gain +2 power bonus to AC UEOTE. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0).